

OCR A LEVEL

H446 Specification map

Page 1 of 2

1.1	AS level	A level	The characteristics of contemporary processors, input, output and storage devices	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7	Unit 8	Unit 9	Unit 10	Unit 11	Unit 12
1.1.1	a,b,c,e	d	Structure and function of the processor	√											
1.1.2	a,c	b	Types of processor	\checkmark											
1.1.3	a-d		Input, output and storage	\checkmark											
1.2			Software and software development												
1.2.1	a-h		Operating systems software		✓										
1.2.2	a-d	e,f	Applications generation		✓										
1.2.3	a-c		Software development			√									
1.2.4	b,c	a,d,e	Types of programming language			\checkmark									
1.3			Exchanging data												
1.3.1	a	b-d	Compression, encryption and hashing				ullet								
1.3.2	a,b	c-f	Databases				$oldsymbol{\checkmark}$								
1.3.3	a,b,e	c,d	Networks					√							
1.3.4	a	b-d	Web technologies					\checkmark							
1.4			Data types, data structures and algorithms												
1.4.1	a-g, j	h,i	Data types						$oxed{\checkmark}$						
1.4.2	a,*	b*,c	Data structures							√					
1.4.3	a,b,d	c,e	Boolean algebra								√				

^{*}Part 1.4.2b - Properties of stacks and queues covered at AS level.



OCR A LEVEL

H446 Specification map

Page 2 of 2

1.5	AS level	A level	Legal, moral, cultural and ethical issues Computing related legislation	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	Unit 7	Unit 8	✓ Unit 9	Unit 10	Unit 11	Unit 12
1.5.2	а		Moral and ethical issues									✓			
2.1			Elements of computational thinking												
2.1.1	a-d		Thinking abstractly										√		
2.1.2	a-d		Thinking ahead										\checkmark		
2.1.3	a-d		Thinking procedurally										\checkmark		
2.1.4	a-c		Thinking logically										\checkmark		
2.1.5		a,b	Thinking concurrently										√		
2.2			Problem solving and programming												
2.2.1	a,c,d,e	b,f	Programming techniques											\checkmark	
2.2.2		a-f	Computational methods										\checkmark		
2.3			Algorithms												
2.3.1	a,d,*	b,c,e*,f*	Algorithms							√					√

^{*}Parts 2.3.1e,f - Algorithms for stacks and queues, bubble, insertion and merge sorts, binary and linear seaches covered at AS Level.